SNSP-AT-UKV

TOHO CO., LTD.

SUPER ALESTE™

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

SUPER ALESTE™

TOHO CO., LTD.

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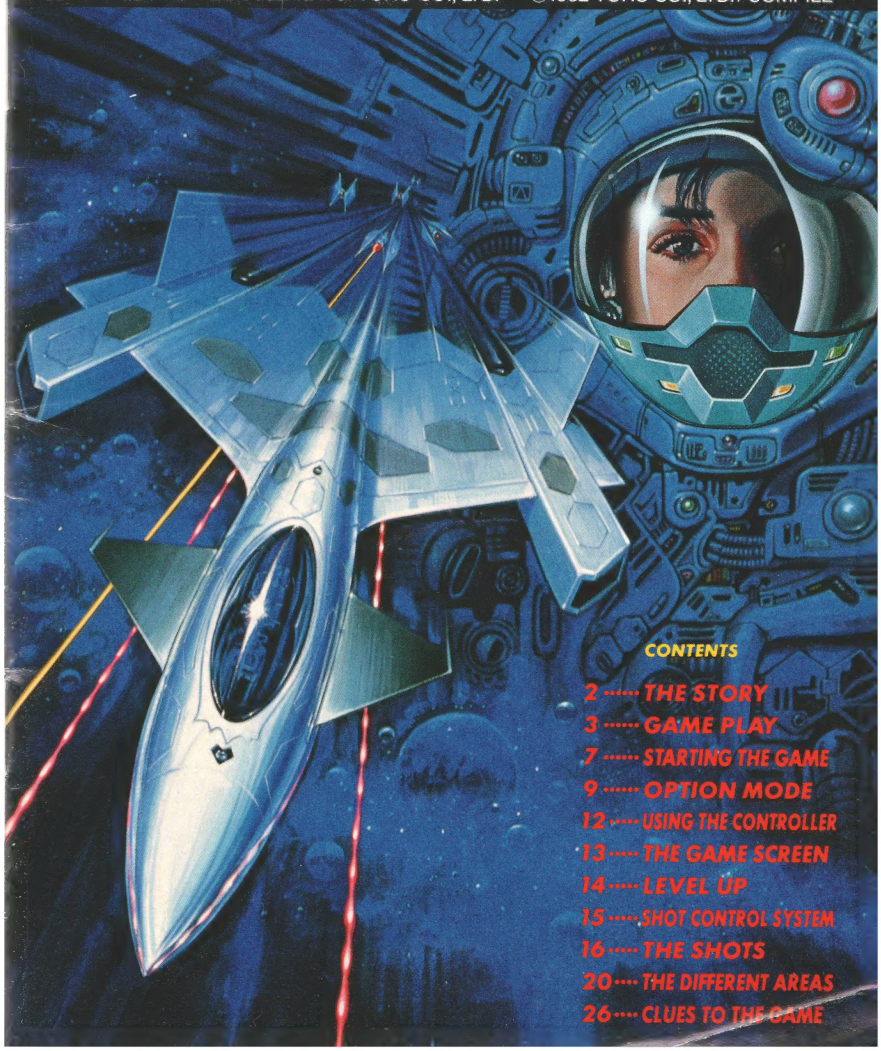

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THE STORY

In the year 2048 A.D., the earth faced a major crisis. All of an enormous glowing object 15 kilometers in diameter suddenly appeared from space and began to attack all the major cities on earth. The retaliative attacks of the hastily formed emergency Earth Defence Forces had no effect on this unknown enemy. In an instant, all of the major cities of the world were reduced into rubble and the attacks on humanity ceased. Just as quickly the mysterious object then flew over to the tropical rain forests in Central America and began construction of a floating city in mid-air.

In order to break down the superior defences of this mysterious object, the planets of the support units that supplied energy to the object were to be freed to stop its momentum. The Earth Defence Forces' final ultimate weapon, the ED-057, was modified for space flight and refitted with numerous super weapons to make it a super shooting machine beyond imagination with the aid of world's most intelligent scientists.

The ED-057 started off to the first planet. What kind of enemies and traps could possibly be waiting there? And what is the objective and true nature of the mysterious object? The tremendous battle to save the earth was to start here.

GAME PLAY

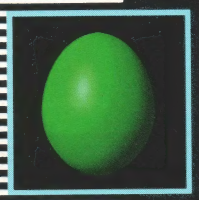
This game is a single player vertically scrolling shooting game. The player must control the ED-057 and collect super weapons and proceed to areas where fierce enemies lay in wait. The object of the game is to use the continuous shot weapons and the wide area destruction bombs efficiently to clear all 12 areas of enemies.

GAME SYSTEM

With your craft the ED-057, you can equip and select from 8 different types of weapons. Additionally, by gathering items, you can power up your weapons from 0 - 6 (see pages 14, and 16 - 19). By pressing the "R" button, you can vary your attack with the built-in shot control system and enjoy a wide variation in game play (see page 15). If the ED-057 is hit by an enemy or by an enemy shot, your weapon will be down graded and when the weapon is at level one or zero, a ship will be subtracted from your remaining ships. If you loose a ship when the number of remaining ships is 0, the game will end. Also, if you are forced out of the screen by an object no matter what your weapon level is, you loose a ship.

ITEMS

The ED-057 can further increase its power by gathering items. There are many different types of items, however by memorizing the characteristics of the different items you will be headed on the path towards victory.



Green Capsule:

Getting this will immediately grade up your current weapon by level 1. This is a valuable item.

Orange Capsule:

Grades up your weapon when gathered in the numbers corresponding to each level. Appears more frequently than Green Capsules during the game.

Weapon Capsule (Red):

Changes your weapon to weapon of the number shown. If taken when the weapon number matches the weapon currently in use, it will grade up your weapon.

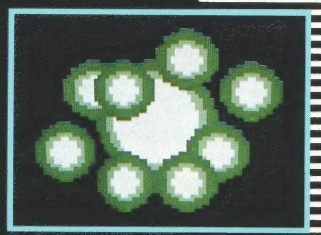
Weapon Capsule (Green):

The weapon number on it constantly changes, however it remains the same while being shot, and is otherwise same as the Red Capsule.

Bomb Capsule:

A bomb that destroys all enemies on the screens and clears any shots that enemy ships have fired will be added to your supply.

* Only the Green Weapon Capsule can be destroyed and will change to an "Enemy Eraser" (shown on the side) that can clear all enemies of the screen.



ADDITIONAL SHIPS

You gain one ship when your score reaches 50,000 points, 200,000 points and 500,000 points. Additional ships are given for each additional 500,000 points scored after the first 500,000 points.

CONTINUE

You can continue the game as many times as you like. When in the GAME OVER screen, choose the " START AT CHECK POINT" to continue the game a little before your ship was destroyed or "START AT AREA" to start at the beginning of the last area and press the START button.

STARTING THE GAME

Place the cartridge properly into the Super NES slot. Turn on the power and the opening demonstration will start. Pressing the START button will show the mode selection screen as shown in the photo. Use either the Control Pad or the SELECT button to choose and press the START button.

STANDARD GAME

Starts the game

SHORT GAME

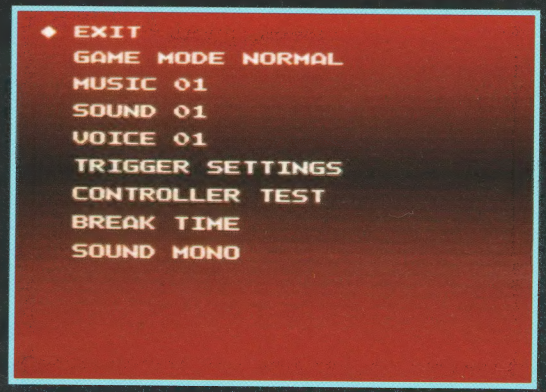
You can casually sample the Space Megaforce world. The stages are condensed so you can play this version as a diversion or for score competition.

OPTIONS

Game settings, sound tests, and various other functions are found here (see page 9).

OPTION MODE

When in the mode selection screen and you choose "OPTIONS", the screen in the picture is shown.



EXIT

Returns you to the title screen

GAME MODE

The overall game settings can be selected by moving the Control Pad left or right. The initial setting is "NORMAL" but choosing "HARD" or "HYPER" will increase the enemy movements and attacks in gradual order. Also when you choose the "TRICKY" setting, the enemies destroyed will attack in a special way. The "WILD" setting is the "HYPER" mode for that setting and clearing stages in this mode will take extra special effort.

MUSIC

Allows you to hear the background music that plays during the game. The "B" button will stop the music.

SOUND

Allows you to hear the various sound effects.

VOICE

Allows you to hear the various voices in the game.

TRIGGER SETTINGS

Allows you to rearrange the setting of the controller for PAUSE, S-CTRL(SHOT CONTROL), FIRE, BOMB and SPEED to your liking. Choose from types 1 - 4 with the Control Pad by pressing left or right. You can also set the layout of the buttons the way you want with the "Custom Setting" mode. Press the SELECT button until the mode display shows "CUSTOM" and choose the button to be set by pressing the Control Pad up or down and set the function for that button by pressing the Control Pad left or right. (You can not change the setting for the START and SELECT buttons.)

CONTROLLER TEST

Allows to test the controller to see if it is working correctly. Pressing the buttons on controller 1 or 2 will change the circle corresponding to that button to white on the screen if the controller is working properly.

BREAK TIME

Allows you to rotate, enlarge and reduce characters on the screen with the Control Pad by using the Super NES built in functions. To get out of this mode, you must either turn off the power or press the RESET button.

SOUND

Allows you to choose either stereo or mono sound output. Choose the setting according to how your Super NES is hooked up.

USING THE CONTROLLER

R button
controls shots

B button
releases bombs

Y button
fires shots (automatic continuous fire)

START or L button
pauses the game

SELECT button
adjusts the speed of your ship (4 levels)

Control Pad
controls your ship (8 directions)

L or START button
pauses the game

*The setting are the initial settings and can be changed in the OPTION MODE (see page 10).

SOFT RESET FUNCTION

You can reset the game by pressing the SELECT button while holding down the L, R and START buttons.

THE GAME SCREEN

1. ***Weapon in use*** (weapon number, abbreviation) and ***Level (LV) display***
2. ***Speed display***
   (As the number of speed displays lit up is increased by pressing the SELECT button, you can move your ship faster.)
3. ***Score***
4. ***The ED-057*** (your ship)
5. ***Number of remaining ships***
   (When the ED-057 is shown in gold, the player will be able to continue at that when the ship is destroyed.)
6. ***Remaining number of bombs***

LEVEL UP

BASIC BATTLE LEVEL UP

There are 8 different weapons that the ED-057 can be equipped with. The super weapons can be graded up to further increase their power. When grading up your weapons, the shots will become bigger, the numbers fired at one time will increase, and the effects are widely varied. However, the higher you are able to grade up your weapon, the more the battle will be in your favour. Also, if your weapon is level 2 or higher, you will not lose a ship if you are hit. When just starting out, it is very helpful if you concentrate in grading up your weapons.

SHOT CONTROL SYSTEM

DIFFERENT ATTACK PATTERNS CAN BE SELECTED WITH THE "R" BUTTON

The ED-057 has a powerful support system in addition to the wide variation of weapons it can use. There are many ways of using even a single weapon - this is what is called the Shot Control System. With this system, your attack can have a wide variation and by mastering the use of the "R" button you will effectively more than double your attack strength. This system should be a very powerful support to the ED-057. Pressing the "R" button activates the Shot Control System, however depending on the weapon the ED-057 is using, the effects differ. The photo shows the Multiple Shot weapon and the direction of the shots are controlled. Weapons such as the Multi-Direction Shot will activate the system only during the time the "R" button is being pressed. Each weapon has different functions and you should memorize them (see page 16 - 19). This system holds the key to victory. You should work out an effective attack plan with your weapon selection.

THE SHOTS

MULTIPLE SHOT (MPL)

This is your basic weapon that shoots in various directions. Using the "R" button will change the directions fired in 6 different ways.

LASER (LSR)

A very powerful laser ray that passes right through enemies. The "R" button will change it to an automatic path finding "homing" ray.

CIRCLE (CIR)

A defensive satellite that circles the ED-057. Pressing the "R" button will stop the satellites from circling while the "R" button is being pressed.

MULTI-DIRECTION SHOT (MDS)

Fires shots in the direction that the Control Pad is pressed. The direction that the shots are fired are fixed to the direction the Control Pad is pressed while the "R" button is being pressed.

MISSILE (MIS)

A path finding homing type missile. When the "R" button is pressed, the missile will change into a normal straight shooting shot.

POWER SHOT (PWR)

A shot that stores power before releasing a beam. The "R" button switches between normal charge and quick charge.

SPRITE (SPR)

Attack units that support the ED-057. Pressing the "R" button fixes their positions around your ship.

SCATTER SHOT (SCT)

A spherical shot that release mini-missiles at impact. Pressing the "R" button allows you to control left and right movement after firing.

THE DIFFERENT AREAS

AREA 1

Area 1 is set above the jungles of Central America. The defense systems of the mysterious flying object and the strange on ground drawings await the ED-057. Defeat the boss "Zolbo" and take off to outer space.

AREA 2

The scene changes to space in Area 2. Attack the approaching gigantic space station Lono! If you are exhausted by this level of attack you are not ready for the rest. The battle to free the planet has just begun.

AREA 3

In Area 3, the ED-057 must absorb the enemies' supply base. The defense system here is relatively sparse and the boss characters are small! If you proceed with care, you should be able to build up your system.

AREA 4

Area 4 is a solar flame space system. Reinforced enemy troops and an elastic planetary system pursues the ED-057. Destroy the giant boss "Jannel" which attacks with the BIT (remote control attack system).

AREA 5

The ever nearing Area 5 is comprised of a surface scraped off from a planet. The defense robots are rapidly launched from the surface below. Special care must be taken in handling the long-armed boss "Nardork" who tosses boulders in all directions.

AREA 6

Area 6 is the enemies' middle base. However, the enemy troops are sparsely stationed here and are poorly equipped. In addition, the boss character is small so you should crush the enemy here.

AREA 7

Area 7 is the asteroid surface scraped off as in Area 5. Laser beams, missile pods, and even flying boulders are your troublesome enemies. The heavily armed boss "Rubar" is a formidable enemy.

AREA 8

An ultra-large scale space ship lays in wait in Area 8. Debris falling off from the ship obstruct the passage of the ED-057 and so extra efforts are required in attacking. The boss you will face is the rotating "Carrier Nont".

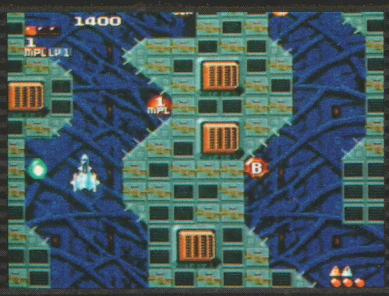
AREA 9

Area 9 is the final battle in space. If you free this supply base, you can return to Earth. You must take care even though the boss is small. Prepare yourself and jump into battle.

AREA 10

You at last return to Earth in Area 10. What awaits you is a jungle without any vegetation and a gigantic maze-like enemy defence system. What you finally encounter at the end is Zolbo again.

AREA 11



In Area 11 the ED-057 enters the mysterious object and you must speed up through this bio-machine interior. There are no boss enemies but you cannot afford to relax in here, for even a small mistake will lead to disaster.

AREA 12

At last the final battle in Area 12. The ED-057 flying in the object's interior encounters the most powerful, most evil enemy in the very center. Can you restore peace on Earth?

CLUES TO THE GAME

ONE POINT CHECK 1

Usually when a player loses a ship, the game will restart at a point further back from where your ship was destroyed. However, if you obtain an "Enemy Eraser", you will be able to restart from the point you were destroyed as the same number of times as you have taken "Enemy Erasers".

ONE POINT CHECK 2

Items are sometimes hidden in the shadows of destructible blocks. Piles of blocks casually placed on the edges of the screen are suspicious. If you have the chance, you should try destroying these blocks.

ONE POINT CHECK 3

If you are not very good at shooting games, you should start off with the Short Game. The Space Megaforce World is widely represented in this version and will help you get accustomed to using the various weapons and the Shot Control System.

Distrbuted by **BANDAI UK LTD.,**
UNIT E1, FAREHAM HEIGHTS, STANDARD WAY,
FAREHAM, HANTS, PO16 8XT, ENGLAND

PRINTED IN JAPAN